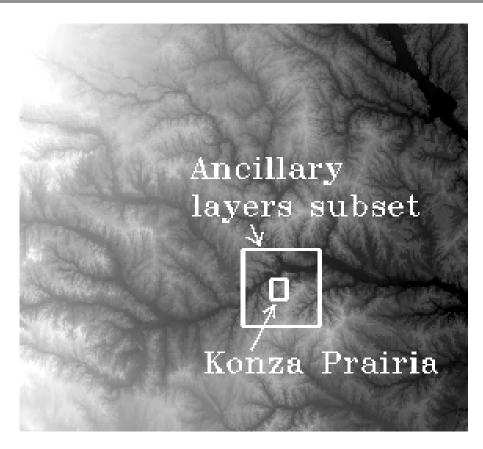


Ancillary data analysis

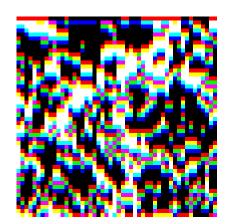


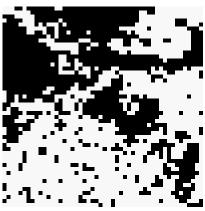
Elevation layer used to show subset area

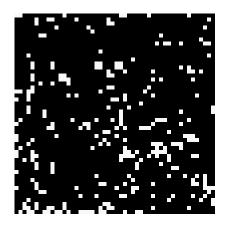


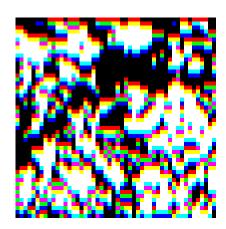
Grassland maps

White pixels correspond to "Grassland"









Biome: Grass & cereal crops EDC: Grassland

Umd: Grassland Umd: Wooded Grassland



Map classes

Biome Classification:

Unclassified: 0 points (0.0000%) grassland: 1,046 points (41.8400%) shrubs: 0 points (0.0000%) crops broad: 23 points (0.9200%) savannah: 1,323 points (52.9200%) broad forest: 26 points (1.0400%) needle forest: 11 points (0.4400%) non veg: 42 points (1.6800%) water: 29 points (1.1600%)

EDC Classification:

evergreen needle: 23 points (0.9200%) evergreen broad: 0 points (0.0000%) deciduous needle: 0 points (0.0000%) deciduous broad: 0 points (0.0000%) mixed forest: 39 points (1.5600%) closed shrubland: 0 points (0.0000%) open shrubland: 0 points (0.0000%) woody savannah: 70 points (2.8000%) savannah: 0 points (0.0000%) grassland: 1,407 points (56.2800%) wetland: 0 points (0.0000%) cropland: 591 points (23.6400%) urban: 42 points (1.6800%) modaic: 301 points (12.0400%) snow ice: 0 points (0.0000%) barren: 0 points (0.0000%) water: 27 points (1.0800%)

Unclassified: 0 points (0.0000%)

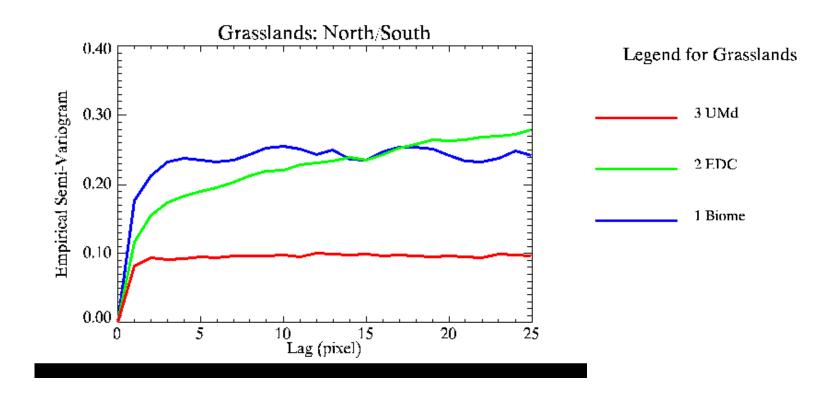
UMd Classification:

water: 22 points (0.8800%)
evergreen needle: 0 points (0.0000%)
evergreen broad: 0 points (0.0000%)
deciduous needle: 0 points (0.0000%)
deciduous broad: 0 points (0.0000%)
mixed forest: 0 points (0.0000%)
woodland: 59 points (2.3600%)
wooded grassland: 1,270 points (50.8000%)
closed shrubland: 0 points (0.0000%)
open shrubland: 0 points (0.0000%)
grassland: 273 points (10.9200%)
cropland: 834 points (33.3600%)
bare ground: 0 points (0.0000%)

Urban: 42 points (1.6800%)

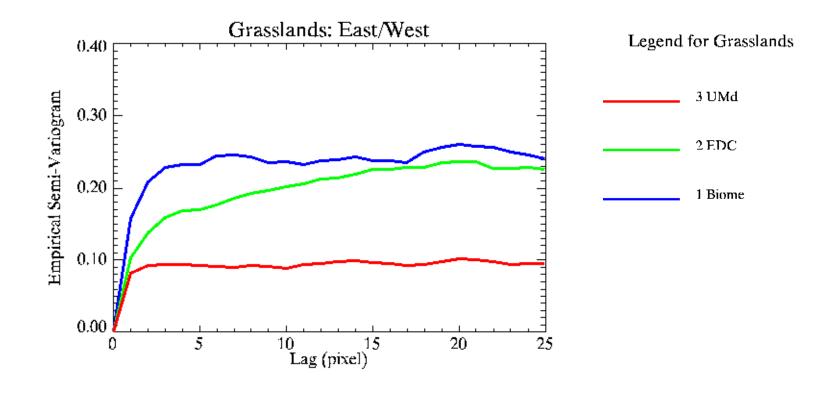


Indicator variograms North/South Direction



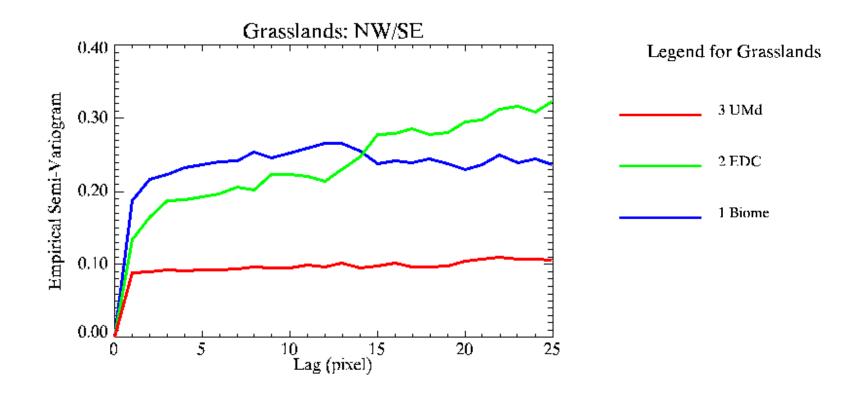


Indicator variograms East/West Direction



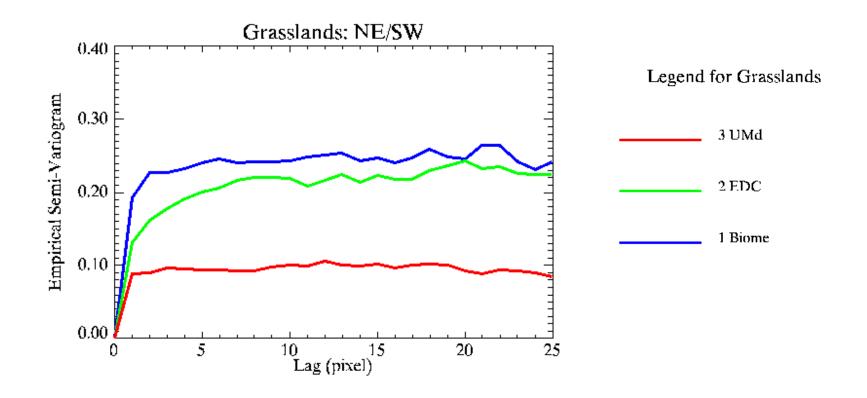


Indicator variograms NW/SE Direction



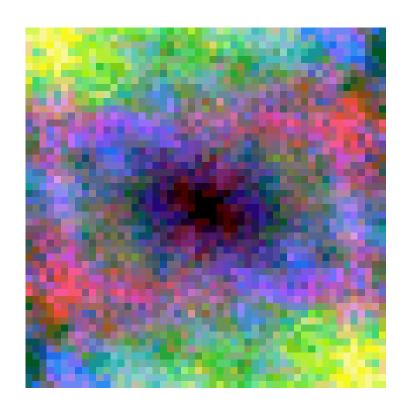


Indicator variograms NE/SW Direction





Variogram map



Legend for Grasslands

_____ 3 UMd

2 EDC

1 Biome

Colors are normalized within each color across the image